Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 1997 **CLAIMS AS FILED - PART I OTHER THAN SMALL ENTITY** OR **SMALL ENTITY** (Column 1) **TYPE** (Column 2) **FOR** NUMBER FILED NUMBER EXTRA RATE FEE RATE **FEE BASIC FEE** 395.00 790.00 OR **TOTAL CLAIMS** minus 20 = D x\$11=x\$22= OR INDEPENDENT CLAIMS minus 3 = x41 =x82 =OR MULTIPLE DEPENDENT CLAIM PRESENT +135= +270= OR If the difference in column 1 is less than zero, enter "0" in column 2 INLIV TOTAL TOTAL OR **CLAIMS AS AMENDED - PART II OTHER THAN** (Column 1) (Column 3) OR **SMALL ENTITY** (Column 2) **SMALL ENTITY CLAIMS HIGHEST** ADDI-ADDI-REMAINING **PRESENT** NUMBER **TIONAL** RATE TIONAL RATE **AFTER EXTRA AMENDMENT PREVIOUSLY** FEE **FEE** AMENDMENT PAID FOR Total Minus x\$22= x\$11=OR Independent Minus x41 =x82 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135= OR +270= TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS **HIGHEST** ADDI-ADDI-REMAINING **PRESENT** $\mathbf{\omega}$ NUMBER **TIONAL TIONAL RATE** RATE **AFTER EXTRA** PREVIOUSLY **AMENDMENT** FEE FEE AMENDMENT PAID FOR Total Minus x\$22=x\$11=OR Independent Minus x41 =x82 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +135= +270= TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT TIONAL RATE** TIONAL **RATE AFTER PREVIOUSLY EXTRA AMENDMENT** FEE FEE AMENDMENT PAID FOR Total Minus x\$22= x\$11=OR

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

Minus

FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

ADDIT. FEE ADDIT. FEE The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

Independent

OR

OR

x41 =

+135=

TOTAL

x82 =

+270=

TOTAL